Important Notes

• Compatibility

If you have virtual memory turned on, it may slow down the game.   The only thing you can do about it is turn virtual memory off and reboot.

• Other Important Notes

If the program displays an error message like "Ran out of memory during a critical operation," try increasing the application memory size.   Go to the Finder, select Space Madness, select Get Info from the File menu, and increase the number shown where it says 'Current Size:' by 100-200K or so. Space Madness comes set to 2800K, so you should never run out of memory. Make sure your system has enough free memory.

If while playing the game, you blow up the enemy base, but the vortex doesn't appear, the game needs more memory.   Even an extra 10K could be enough.

The Create a Demonstration Copy command can take a couple of minutes on a fast machine, so please be patient.   Future versions will show a progress bar, so you know it's still doing something.

• Known Problems

The animated ships and such in the about screens flicker on some machines. We know about it, we know it's ugly, and we'll be sending out an update soon to registered users.

Dialog boxes are centered on the main screen (the one with the menu bar) instead of the screen you're playing the game on.

If you have any problems with Space Madness, please contact us immediately!   We will fix it as soon as possible!

• Hints, Tricks, Etc.

You can press the L key instead of the S key to start a new game on any level between 1 and 30.